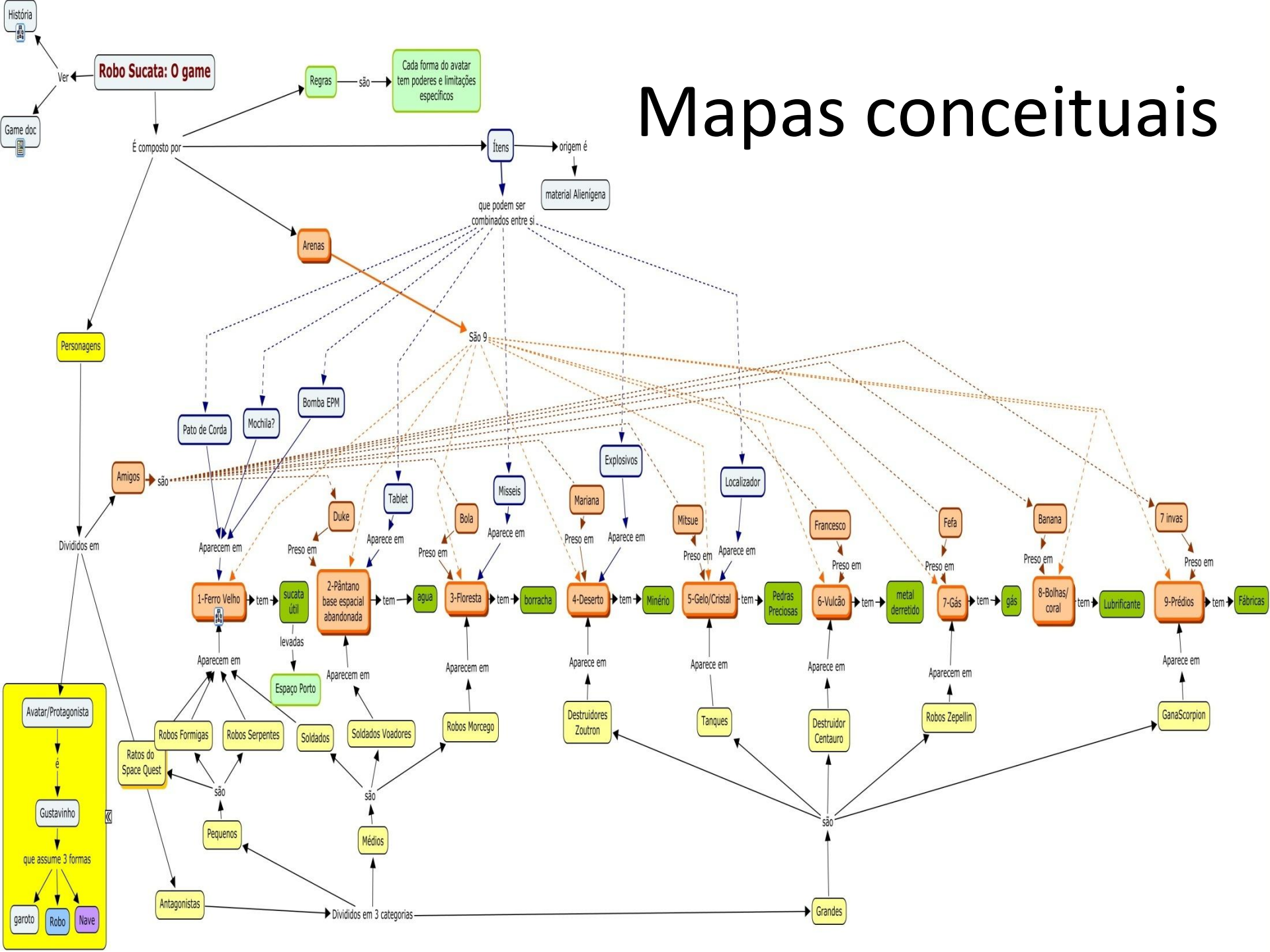
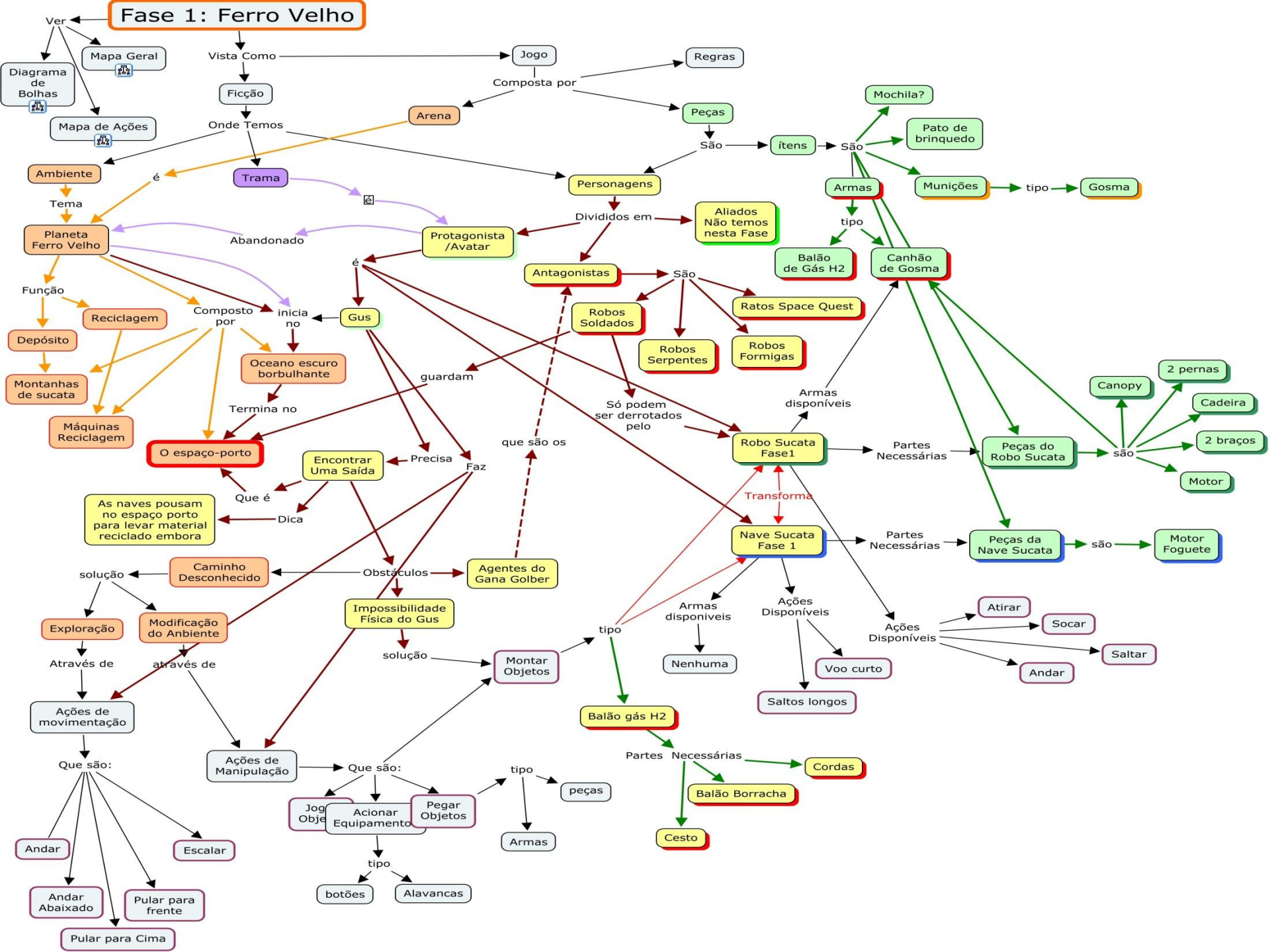
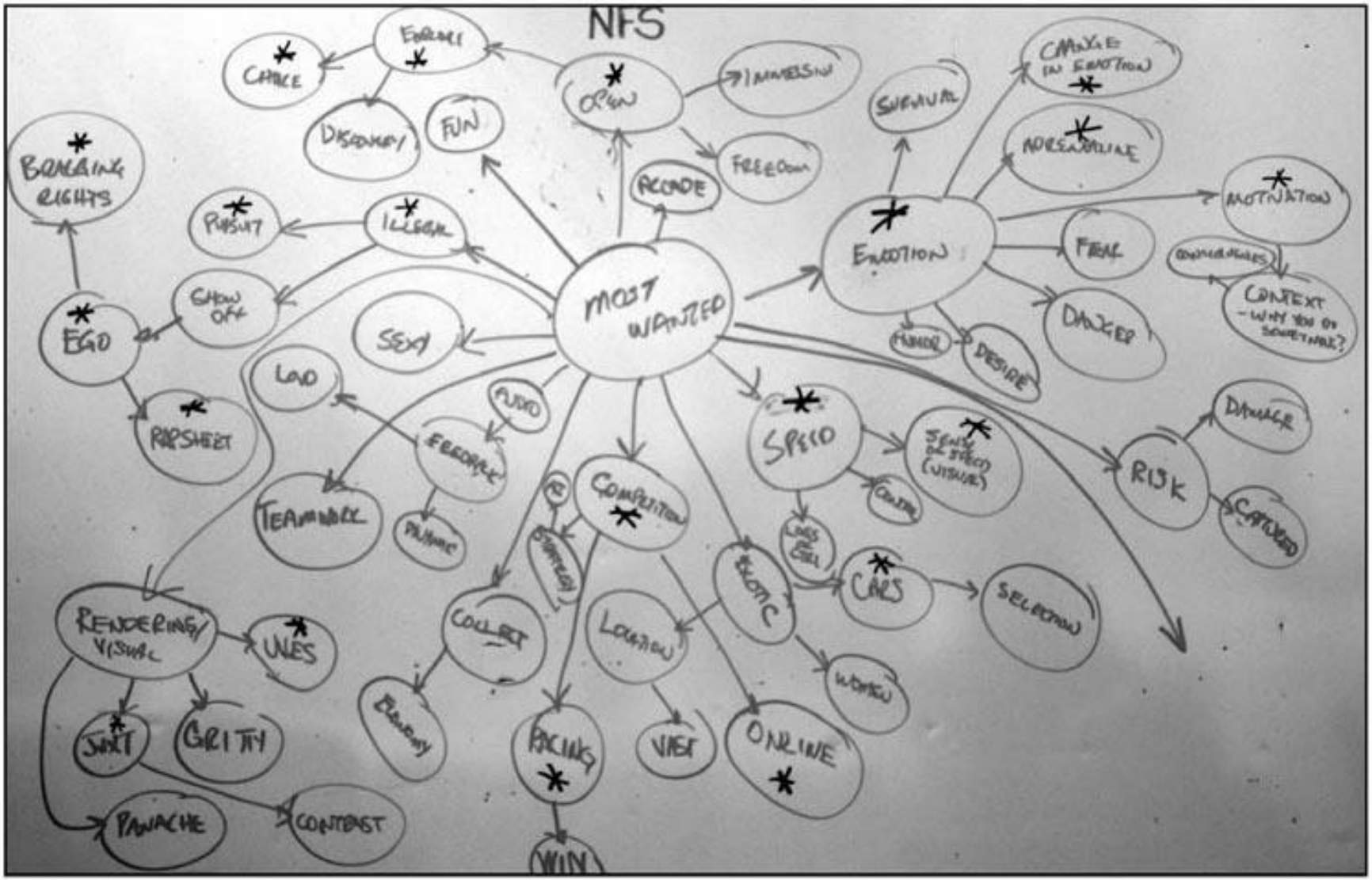
Documentos de Level Design

Mapas conceituais

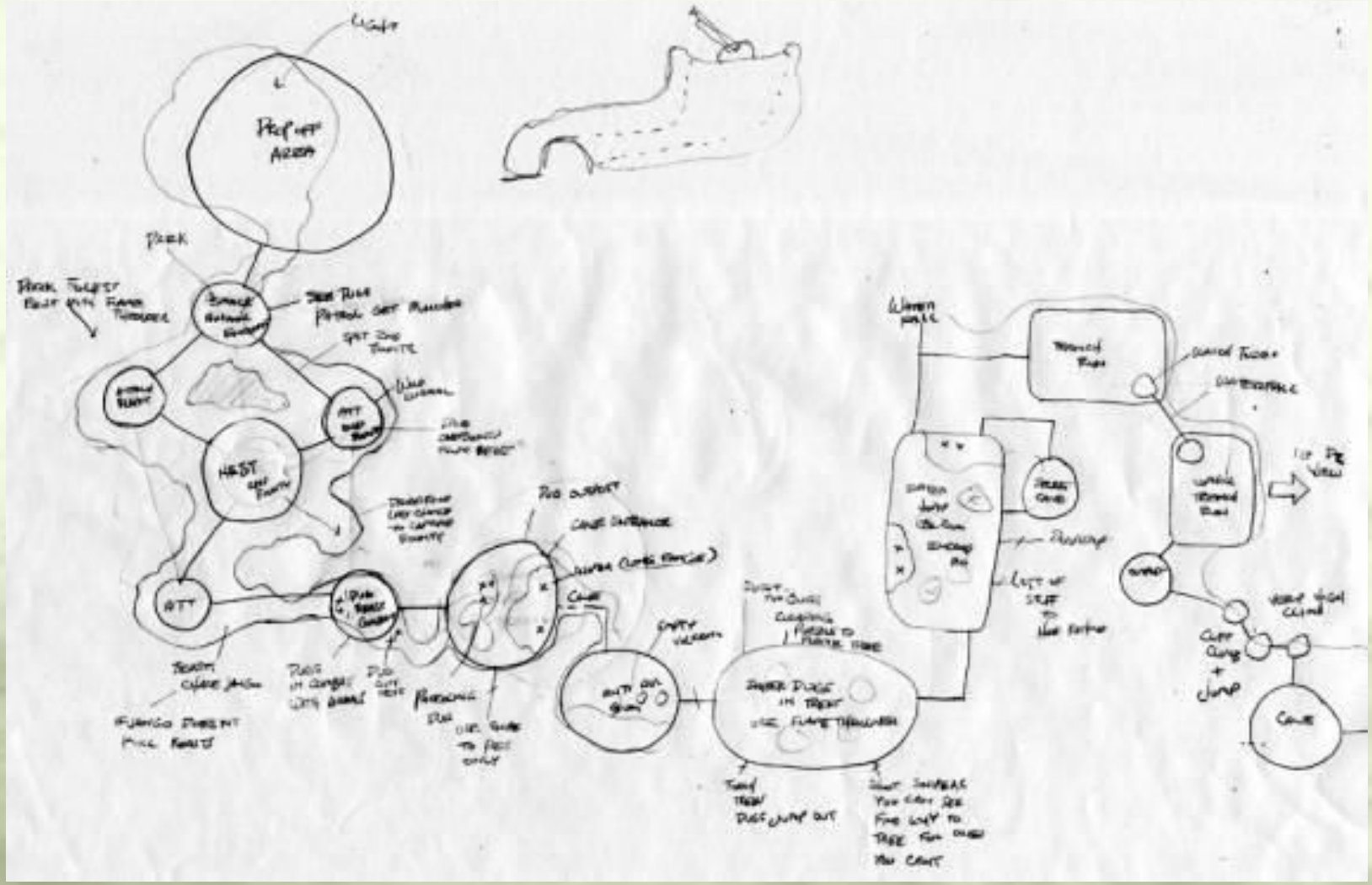



Fase 1: Ferro Velho
Ver
Mapa Geral
Diagrama de Bolhas
Mapa de Ações
Vista Como
Jogo
Regras
Composta por
Peças
Arena
Ficção
Onde Temos
Ambiente
é
Trama
Personagens
Tema
Planeta Ferro Velho
Abandonado
Protagonista /Avatar
Divididos em
Aliados Não temos nesta Fase
Antagonistas
São
Robos Soldados
Ratos Space Quest
Robos Serpentes
Robos Formigas
Função
Reciclagem
Depósito
Montanhas de sucata
Máquinas Reciclagem
Composto por
inicia no
Gus
Oceano escuro borbulhante
Termina no
O espaço-porto
guardam
Só podem ser derrotados pelo
Robo Sucata Fase1
Armas disponíveis
Partes Necessárias
Peças do Robo Sucata
são
Canopy
2 pernas
Cadeira
2 braços
Motor
Encontrar Uma Saída
Precisa
Faz
Que é
Dica
As naves pousam no espaço porto para levar material reciclado embora
que são os
Transforma
Nave Sucata Fase 1
Partes Necessárias
Peças da Nave Sucata
são
Motor Foguete
Caminho Desconhecido
Obstáculos
Agentes do Gana Golber
solução
Exploração
Modificação do Anbiente
Através de
através de
Impossibilidade Física do Gus
solução
Montar Objetos
tipo
Armas disponiveis
Nenhuma
Ações Disponíveis
Voo curto
Saltos longos
Ações Disponíveis
Atirar
Socar
Saltar
Andar
Ações de movimentação
Que são:
Andar
Escalar
Andar Abaixado
Pular para frente
Pular para Cima
Ações de Manipulação
Que são:
Jog Obje
Acionar Equipamento
Pegar Objetos
tipo
peças
Armas
tipo
botões
Alavancas
Balão gás H2
Partes Necessárias
Cordas
Balão Borracha
Cesto
Mochila?
Pato de brinquedo
São
ítens
São
Armas
Munições
tipo
Gosma
tipo
Balão de Gás H2
Canhão de Gosma



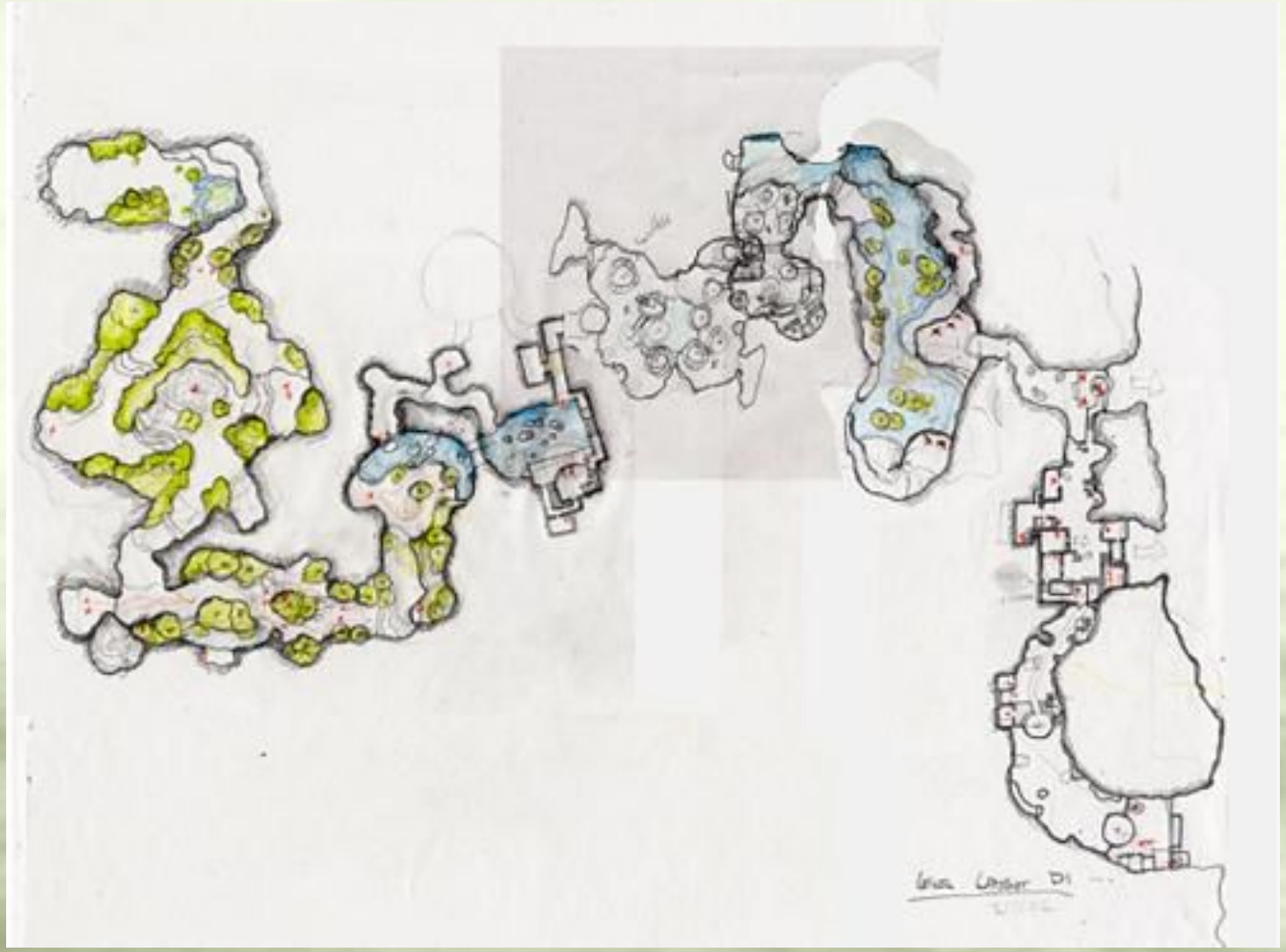
6.3 Mind map of game words

Diagrama de bolhas



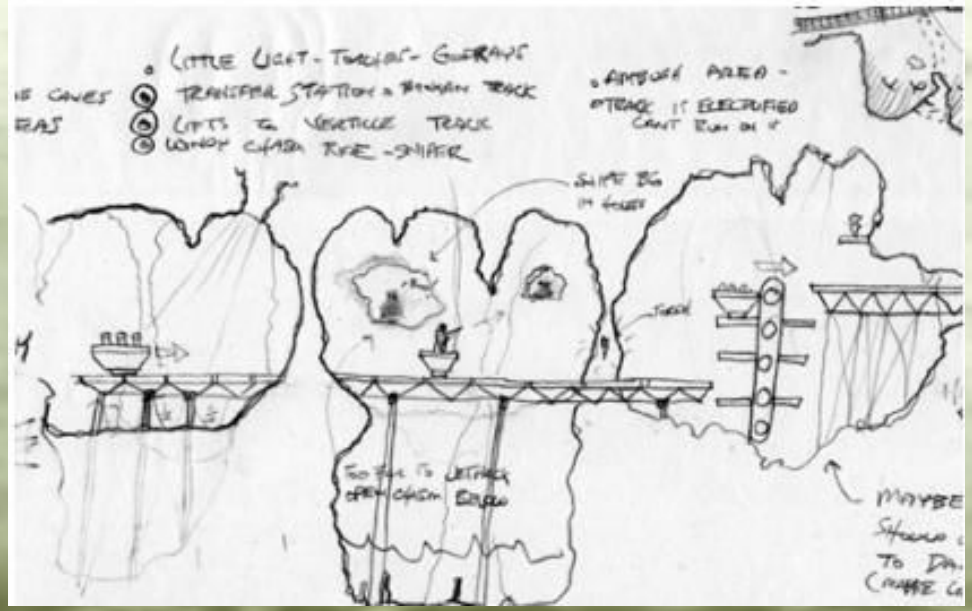
Star Wars: Bounty Hunter: Revisão do Diagrama de Bolhas

Diagrama de Bolhas -> Mapas



Star Wars: Bounty Hunter: Mapa

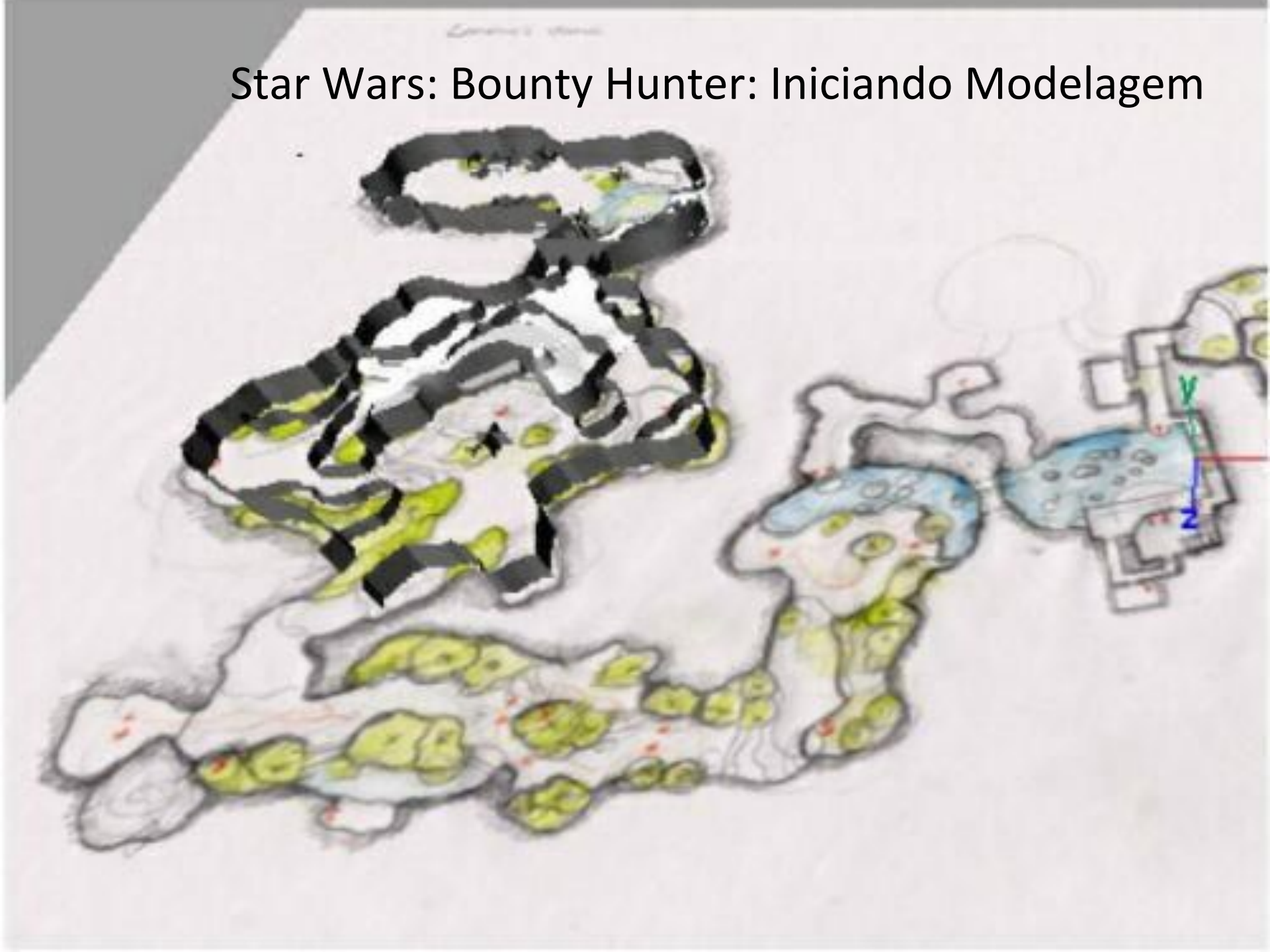
Mapas



Star Wars: Bounty Hunter

Mapa, adicionando detalhes e elevações

Star Wars: Bounty Hunter: Iniciando Modelagem



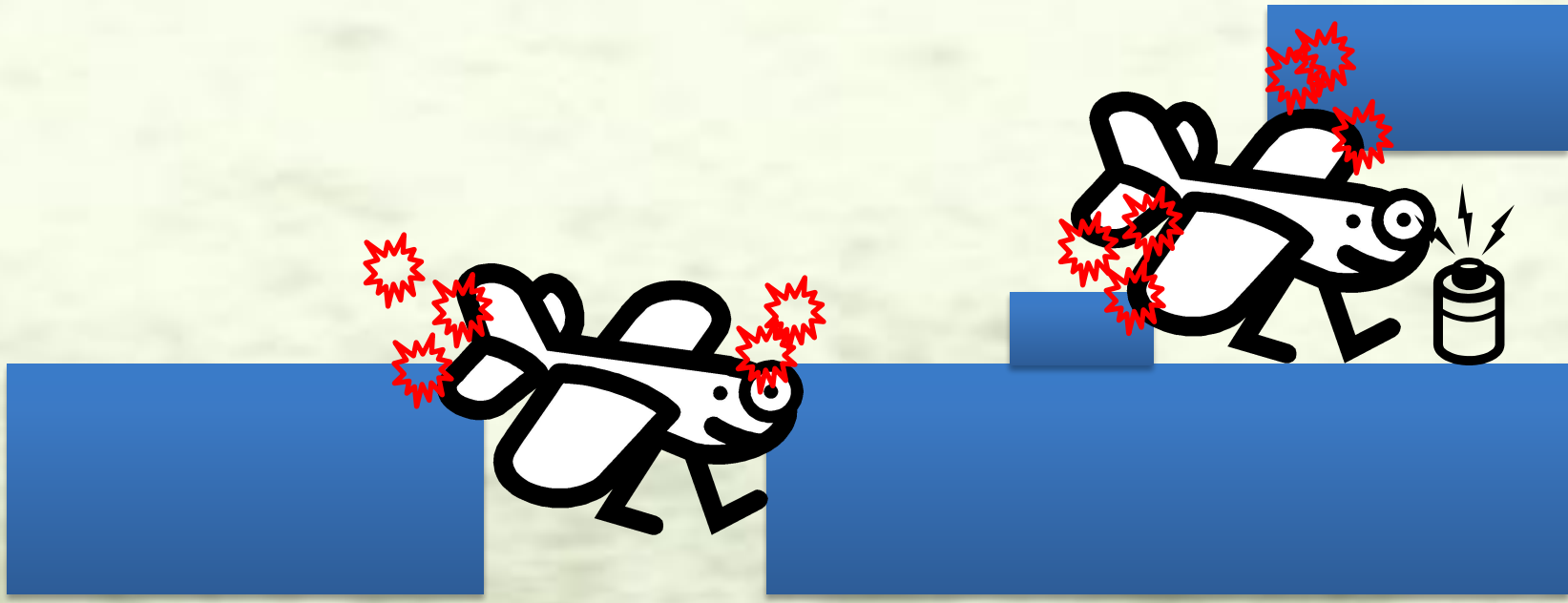
Star Wars: Bounty Hunter

An Architect's Perspective On Level Design Pre-Production ***By Michael Stuart Licht Gamasutra June 3, 2003***

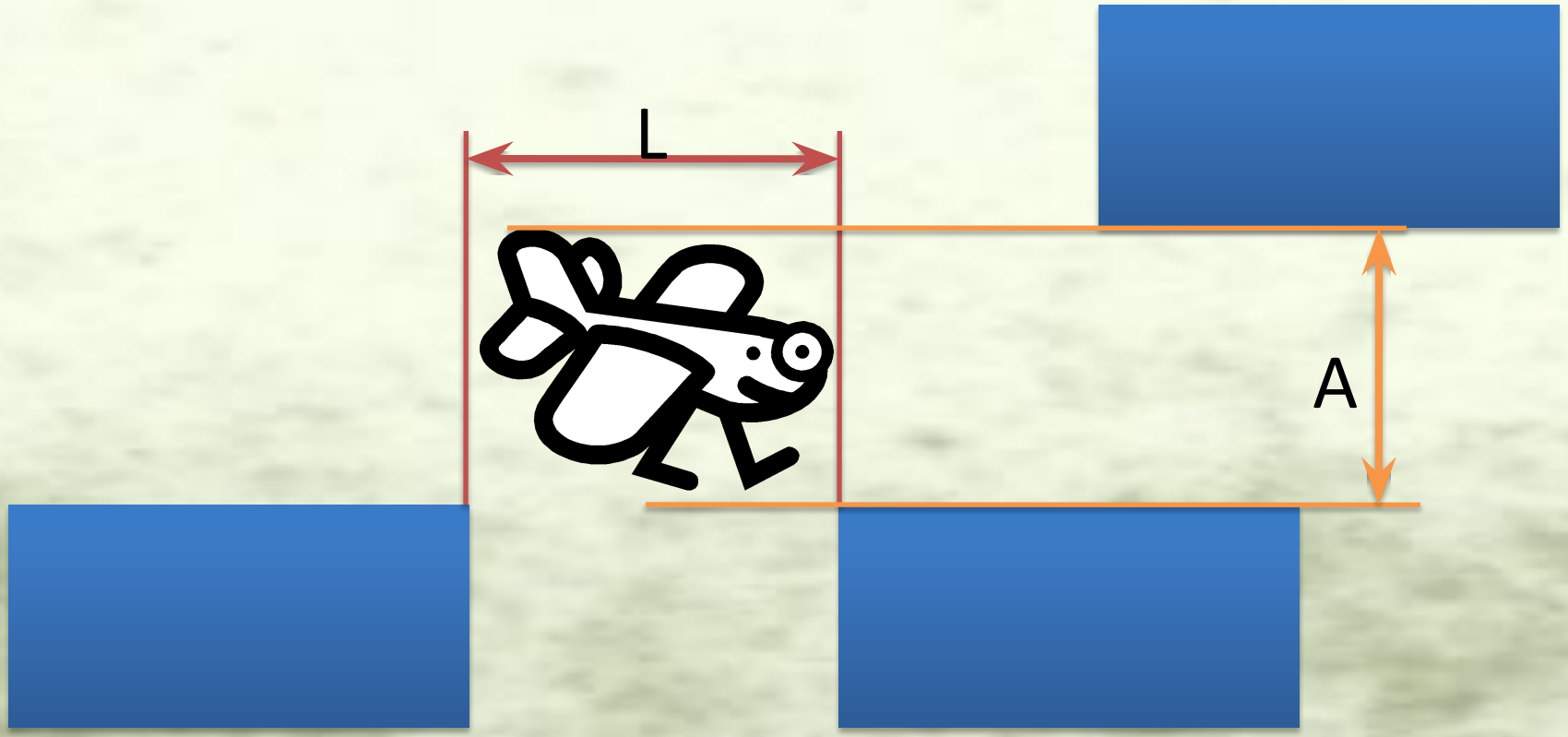
Parametrização

?

Parametrização



Parametrização



Parametrização

Exemplo do livro Level Design for Games de Phil Co.

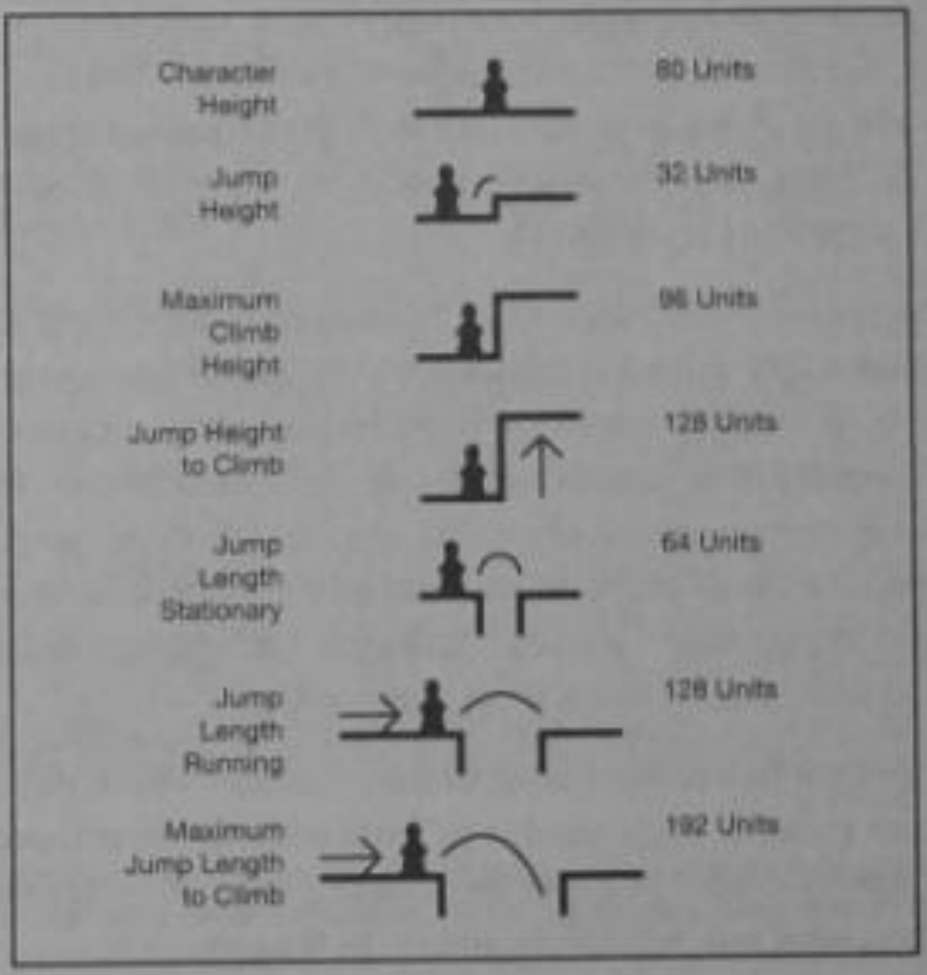
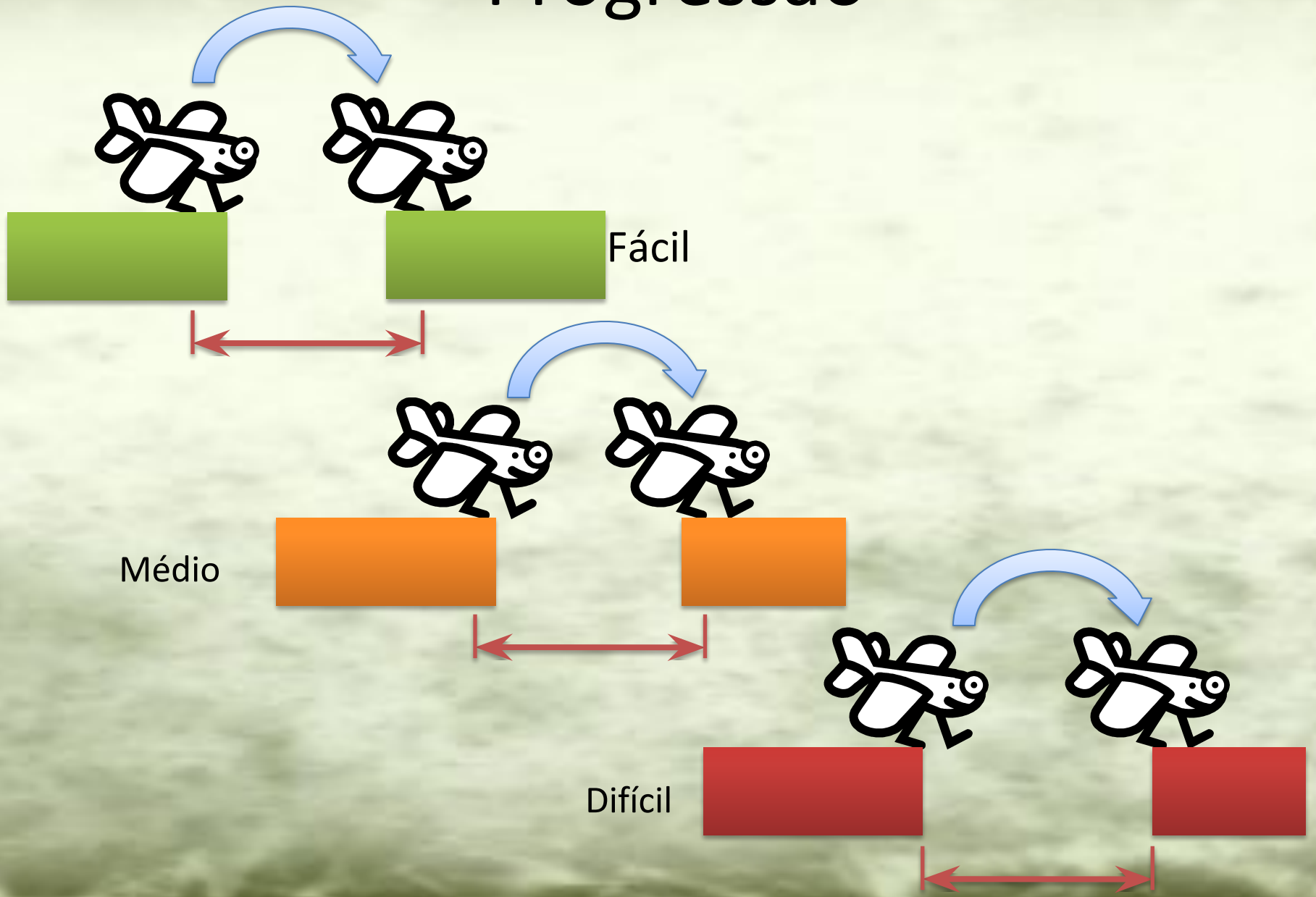
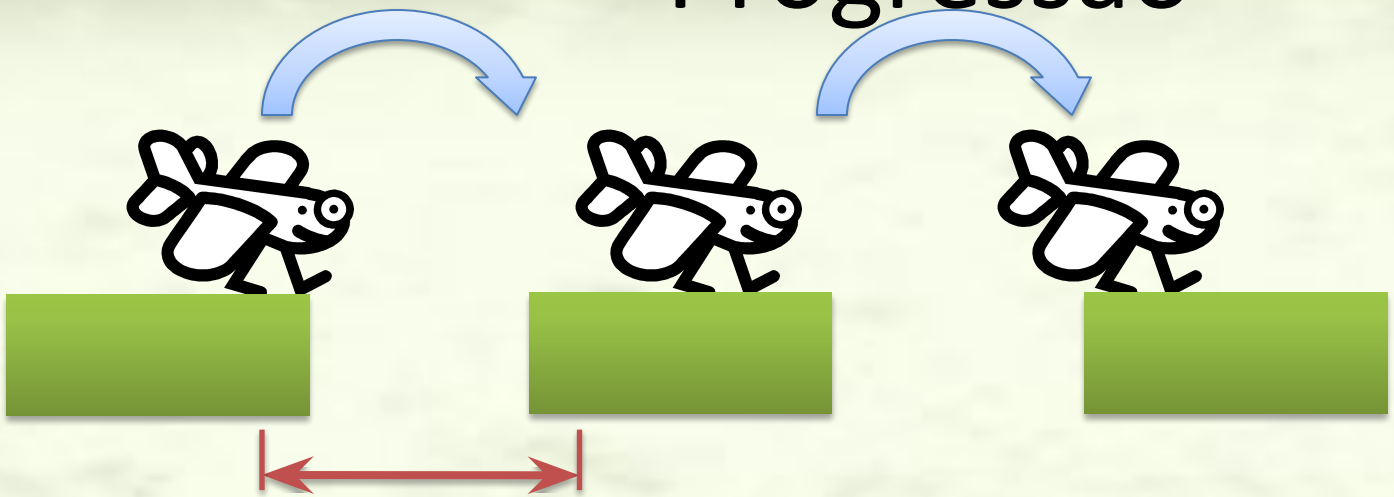


FIGURE 3.5 A diagram of the basic movement measurements for an adventure game. All of these sequences can be included in the sandbox level for testing and for duplication.

Progressão

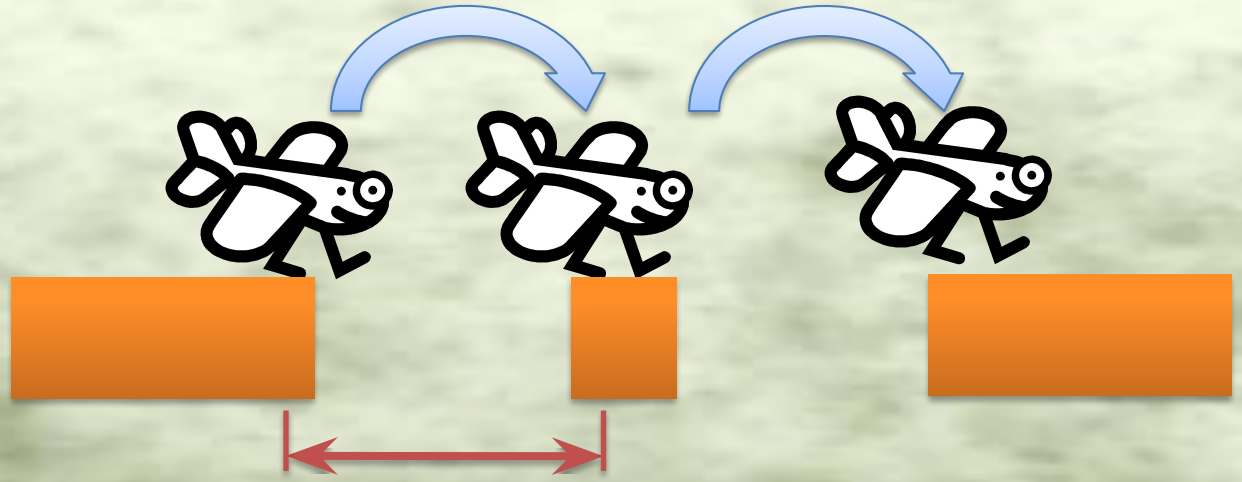


Progressão

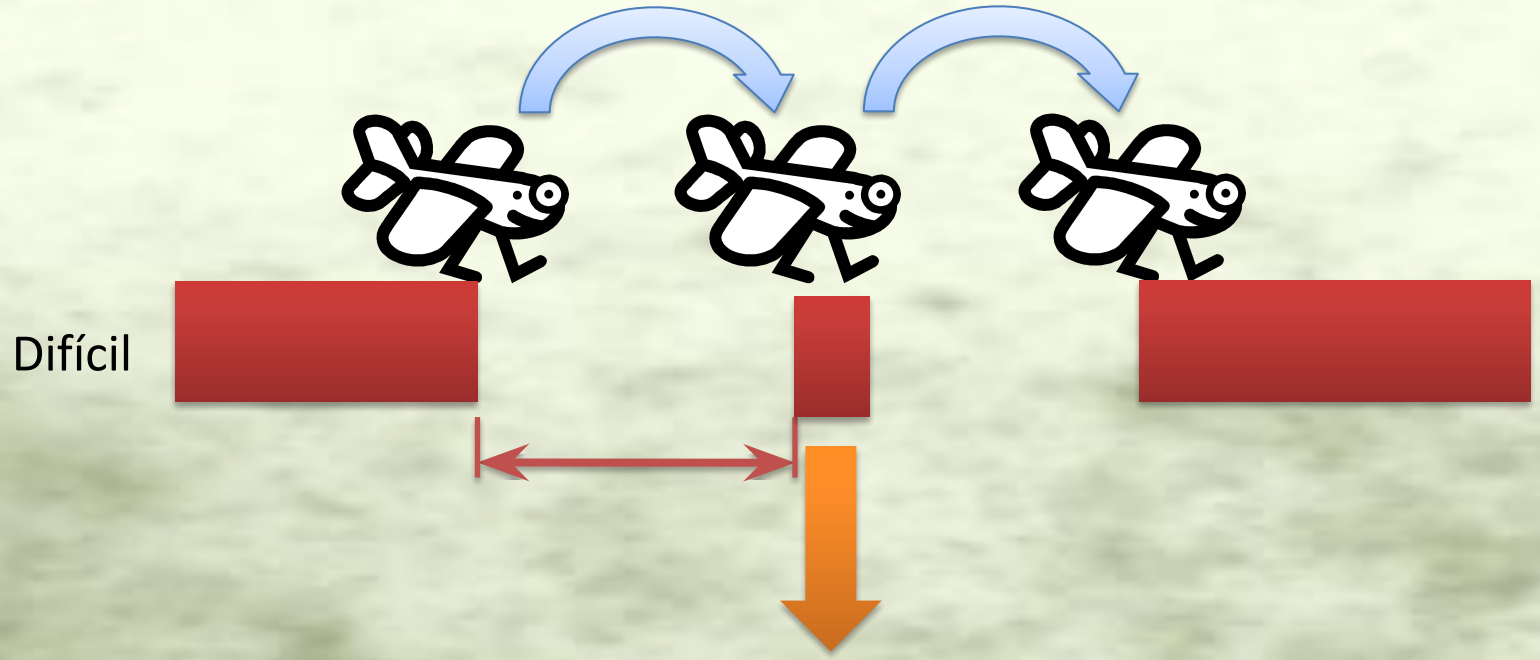


Fácil

Médio

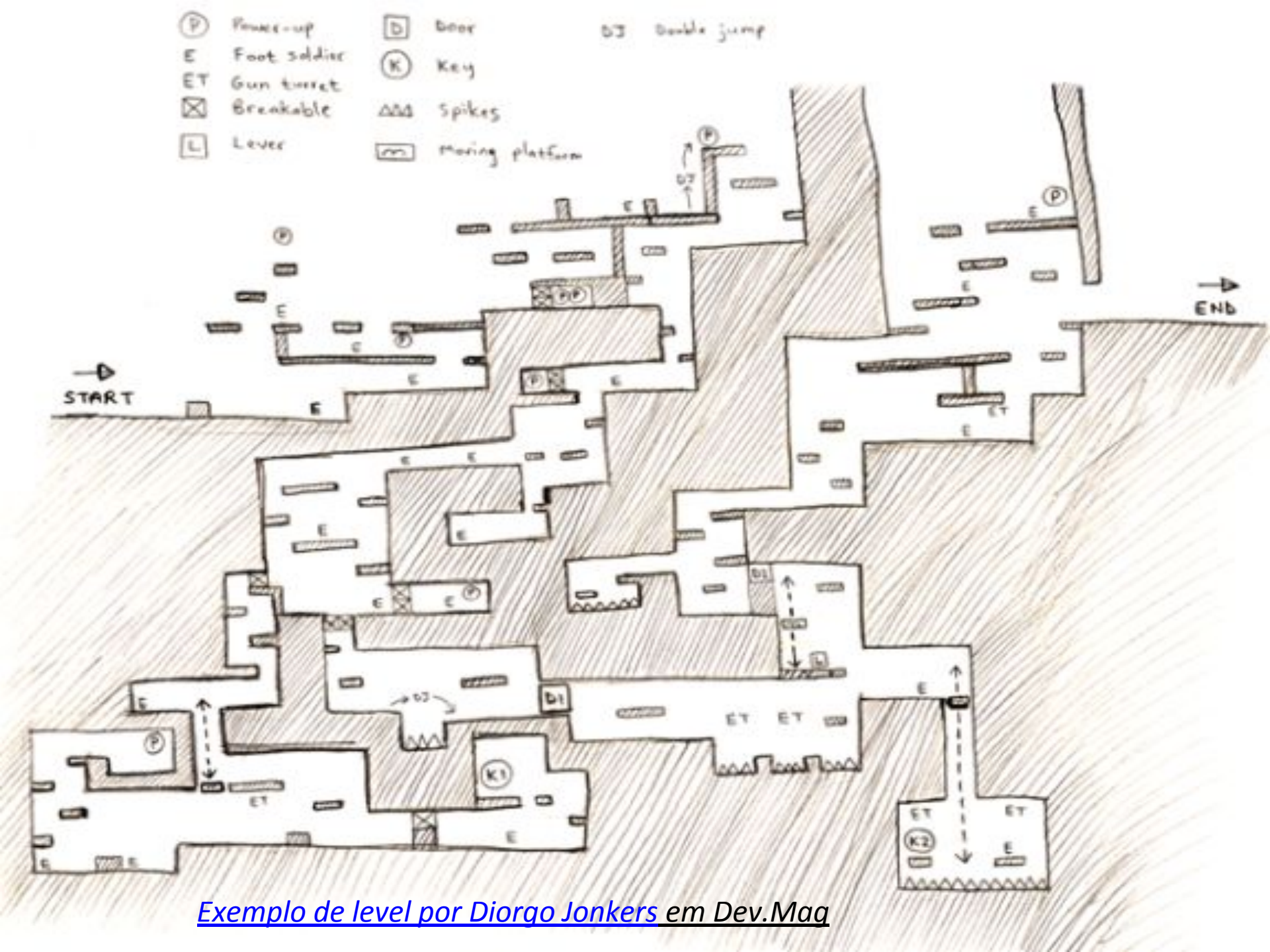


Progressão

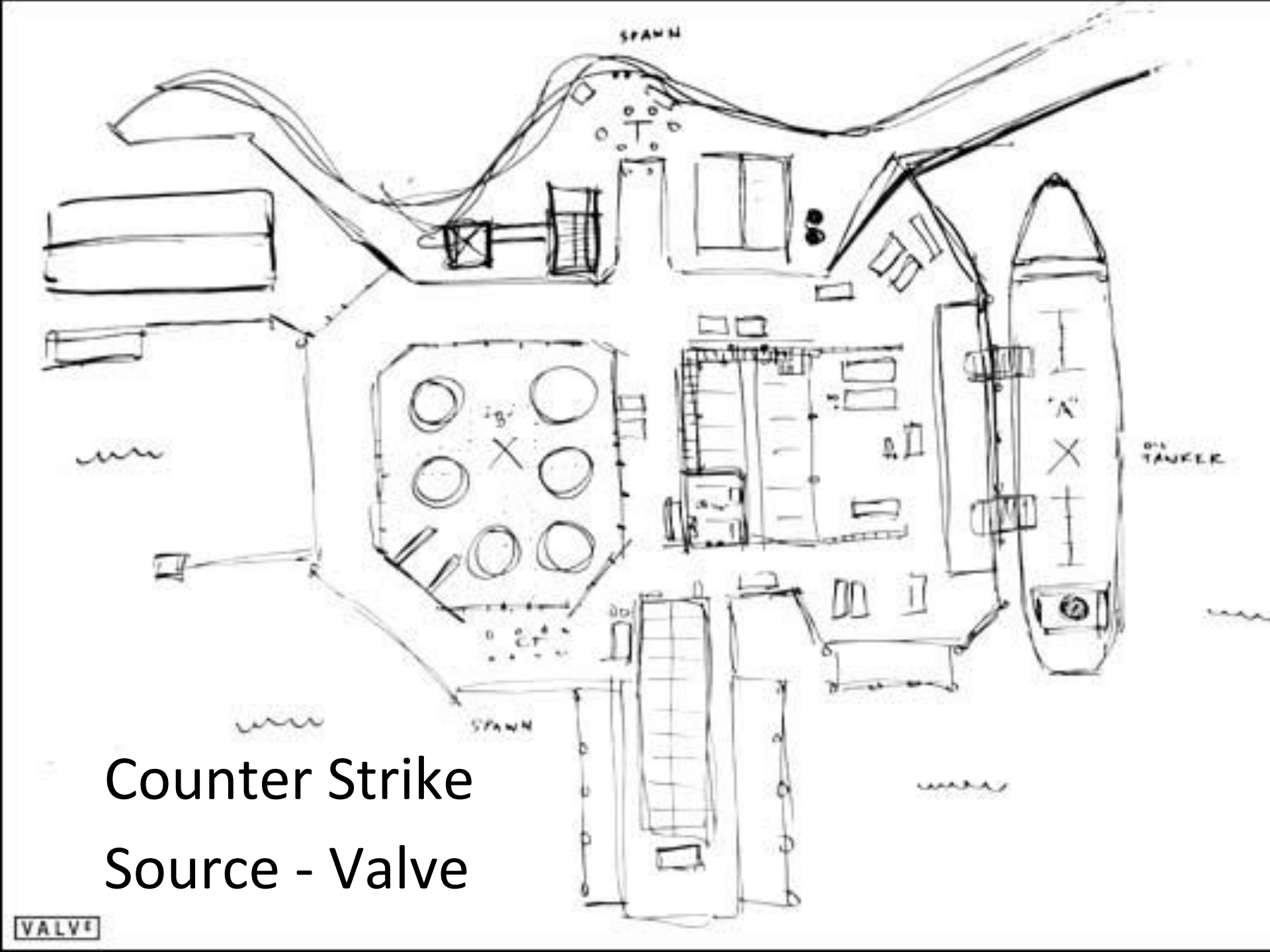


Progressão

Mapas



[Exemplo de level por Diorgo Jonkers em Dev.Mag]



Counter Strike

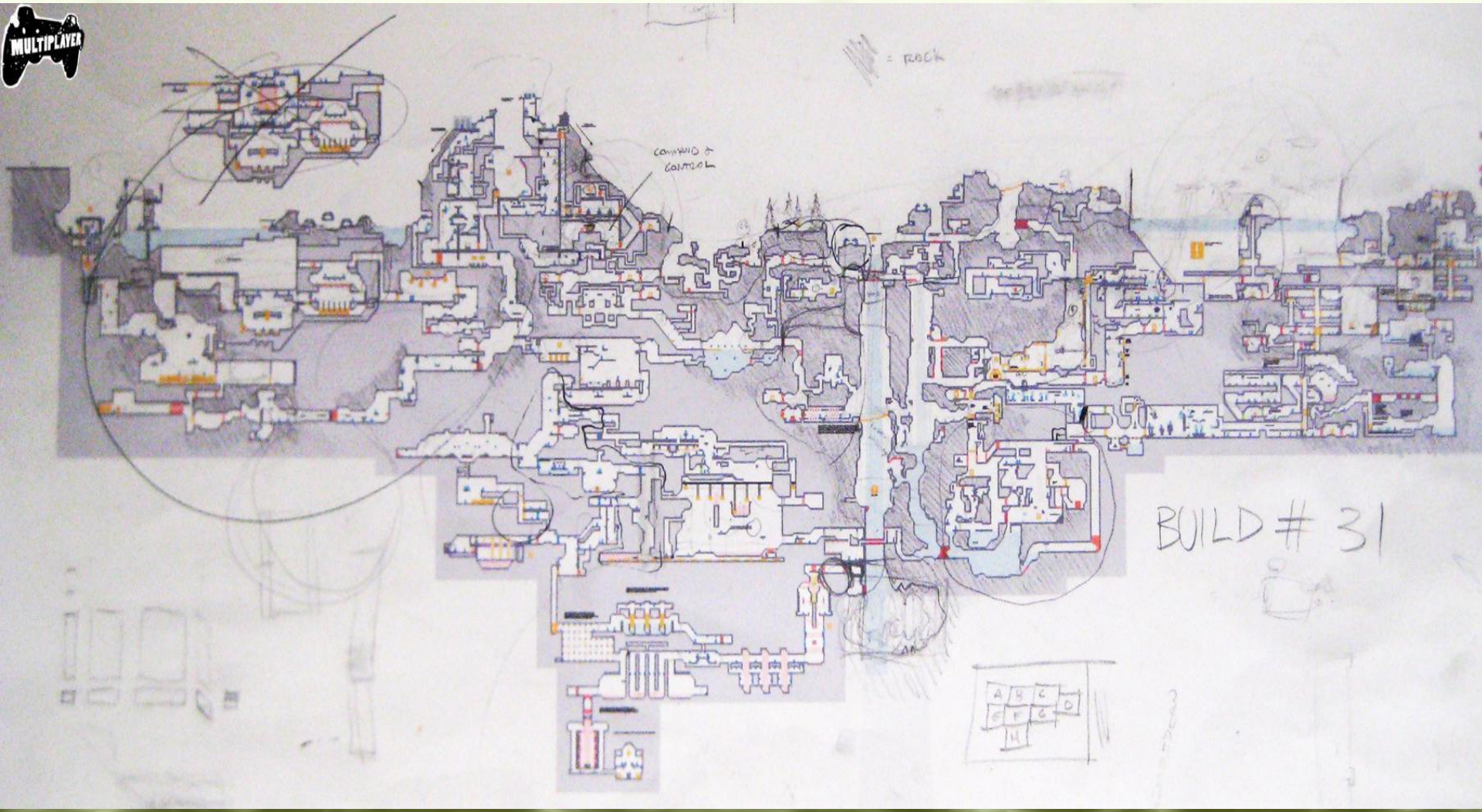
Source - Valve

VALVE

• Medal of Honour: Pacif Assault

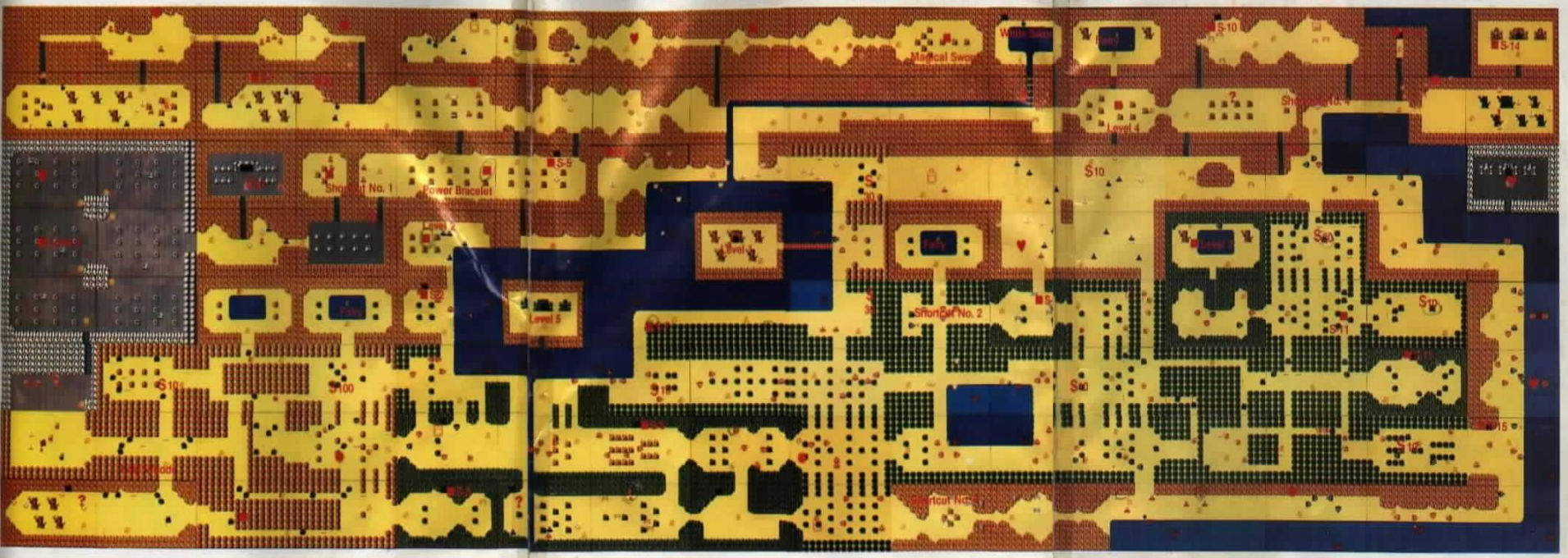
- Medal of Honour: Pacif Assault

Shadow Complex – Epic Games



Nitendo Power

THE COMPLETE STRATEGY MAP OF THE OVERWORLD FOR THE SECOND QUEST OF ZELDA



Get the powerful swords!

SWORD

The enemies you meet in the Underworld are now stronger. It's important to get the powerful swords early in the game.

At the very beginning, you'll meet the old man in the cave and receive a regular sword.

WHITE SWORD

Get the white sword from the old man whom you meet at the top of the waterfall.

MAGICAL SWORD

It is the most powerful sword. You can't get it unless you have 12 Heart Containers.

Many hidden places!

Use various items, and find the hidden caves. You'll find that many of them will open when you blow your whistle.

With a bomb

With a candle

With a whistle

Move a rock

Move an Armos

Know the terrain.

Again, you will be in many mysterious places such as the Lost Hills where you can't make progress unless you move in a pattern North, West, South and West.

Fairies

When you are hurt, Fairies can help you recover.

Ladder

There are places which can't be reached without a Ladder.

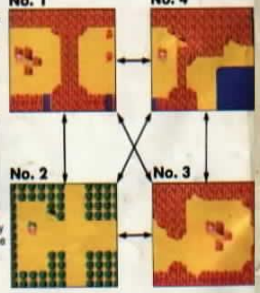
Raft

You can make your way over the water with a Raft.

Why don't you take a shortcut?

When you don't want to be bothered with all of the enemies on the map, take the shortcut. Open the entry way with the Power Bracelet.

Remember and record the way in and out of the caves on the map.



Be sure to meet all the people...

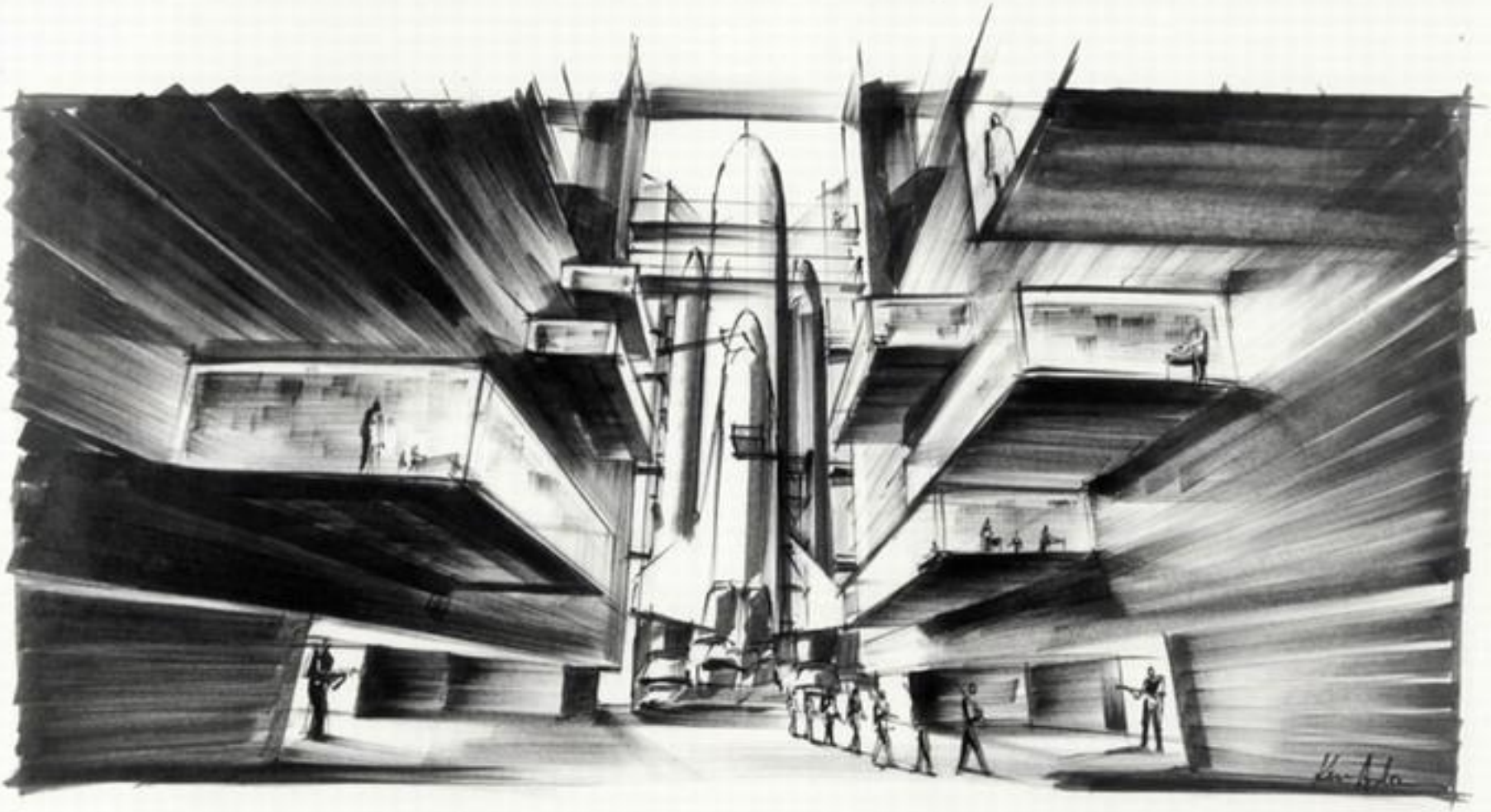
The key is to meet a lot of people, get information, and gather weapons and items.

- ♥ Heart Container or Water of Life
- Old Woman selling red & blue Water of Life
- $ Moblins give you a reward
- You must pay a door repair charge
- ? You can get some information
- ! Money-making game
- Letter to little Old Woman
- S-1 Merchant (See price list on right)

Buyer's Guide

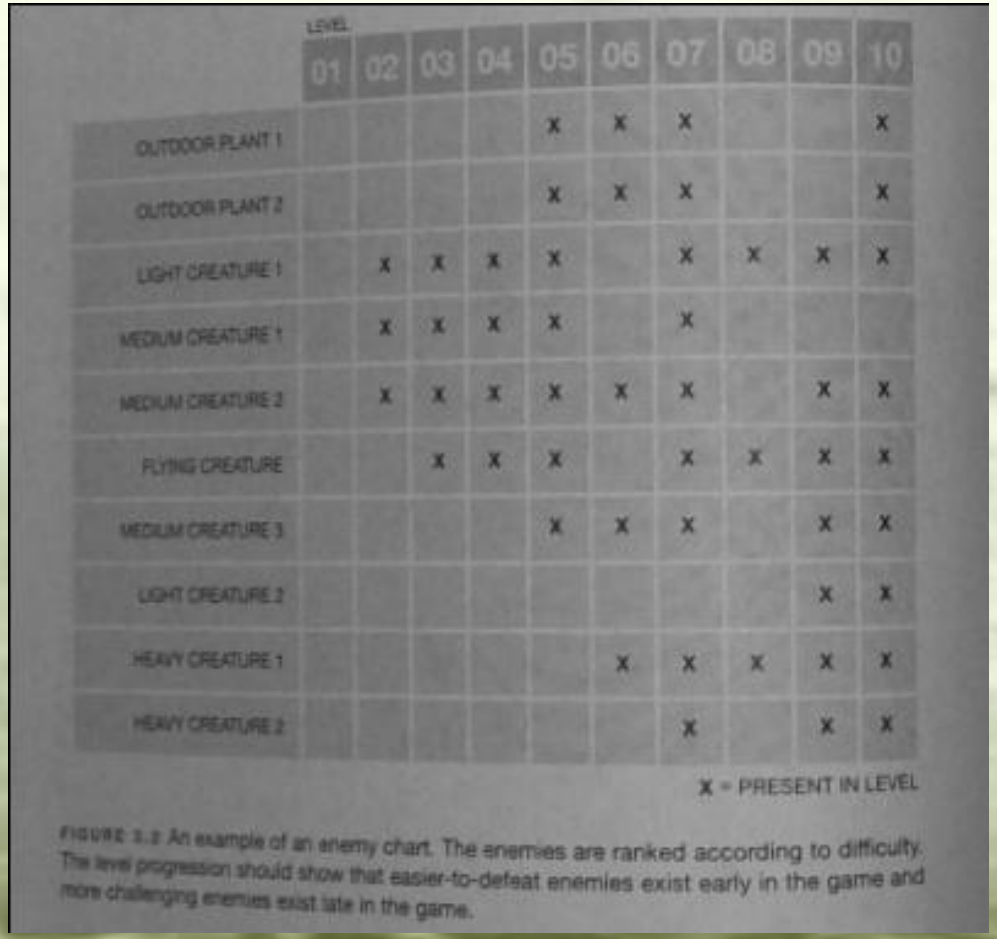
	Magic Shield	Key	Blue Candle	Enemy Bait	Heart	Bomb	Wooden Arrows	Blue Ring
Shop. 1	90			100	10			
Shop. 2	130					20	80	
Shop. 3	160	100	60					
Shop. 4	160	100	60					
Shop. 5	130					20	80	
Shop. 6	90			100	10			
Shop. 7	90			100	10			
Shop. 8	160	100	60					
Shop. 9	130					20	80	
Shop. 10	160	100	60					
Shop. 11	90			100	10			
Shop. 12	160	100	60					
Shop. 13	160	100	60					
Shop. 14		80		60				250
Shop. 15	130					20	80	

Desenhos de Conceito



EXIT

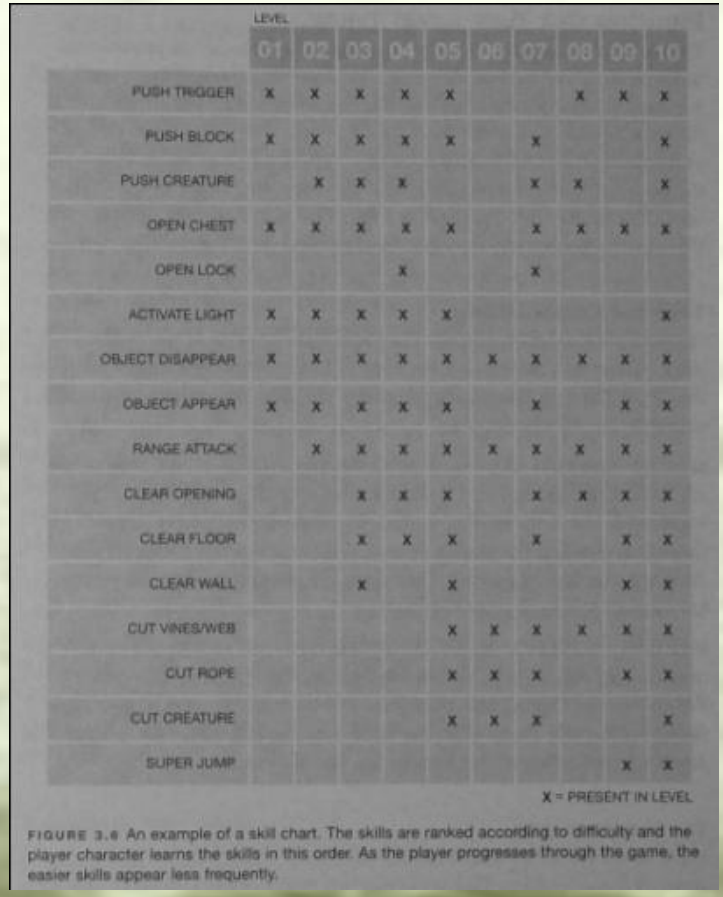
Documentos de level Design
Tabelas de alocação de recursos



LEVEL	01	02	03	04	05	06	07	08	09	10
OUTDOOR PLANT 1					X	X	X			X
OUTDOOR PLANT 2					X	X	X			X
LIGHT CREATURE 1		X	X	X	X		X	X	X	X
MEDIUM CREATURE 1		X	X	X	X		X			
MEDIUM CREATURE 2		X	X	X	X	X	X		X	X
FLYING CREATURE			X	X	X		X	X	X	X
MEDIUM CREATURE 3					X	X	X		X	X
LIGHT CREATURE 2									X	X
HEAVY CREATURE 1						X	X	X	X	X
HEAVY CREATURE 2							X		X	X

X = PRESENT IN LEVEL

FIGURE 3.3 An example of an enemy chart. The enemies are ranked according to difficulty. The level progression should show that easier-to-defeat enemies exist early in the game and more challenging enemies exist late in the game.



LEVEL	01	02	03	04	05	06	07	08	09	10
PUSH TRIGGER	X	X	X	X	X			X	X	X
PUSH BLOCK	X	X	X	X	X		X			X
PUSH CREATURE		X	X	X			X	X		X
OPEN CHEST	X	X	X	X	X		X	X	X	X
OPEN LOCK				X			X			
ACTIVATE LIGHT	X	X	X	X	X					X
OBJECT DISAPPEAR	X	X	X	X	X	X	X	X	X	X
OBJECT APPEAR	X	X	X	X	X		X		X	X
RANGE ATTACK		X	X	X	X	X	X	X	X	X
CLEAR OPENING			X	X	X		X	X	X	X
CLEAR FLOOR			X	X	X		X		X	X
CLEAR WALL			X		X				X	X
CUT VINES/WEB					X	X	X	X	X	X
CUT ROPE					X	X	X		X	X
CUT CREATURE					X	X	X			X
SUPER JUMP									X	X

X = PRESENT IN LEVEL

FIGURE 3.6 An example of a skill chart. The skills are ranked according to difficulty and the player character learns the skills in this order. As the player progresses through the game, the easier skills appear less frequently.

Tabelas de Alocação de Recursos Personagens Aliados

Personagem	Level1	Fase 2	Floresta
Duke		x	
Bola			x
Mariana			
Mitsue			

Tabelas de Alocação de Recursos Personagens Inimigos

Personagem	Level1	Fase 2	Floresta
Robô Formiga	x	x	x
Robô Serpente	x	x	x
Soldados	x	x	x
Soldados Voadores		x	

Tabelas de Alocação de Recursos
Itens e armas do jogador

Personagem	Level1	Fase 2	Floresta
Pato de Corda	x		x
Mochila	x	x	x
Bomba EPM	x	x	x
Tablet		x	x